Works on
The Apple
IIc

PENSATE™

The thinking game by John Besnard and Robert Hardy

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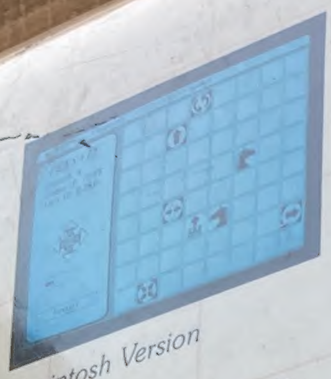
Apple Version



Macintosh Version

How far ahead can you plan your maneuvers against the computer-controlled pieces? Each type moves in its own set pattern, relentlessly, while you attempt to move your single piece to the top of the board. Each successful round brings on another opposing piece and the task gets more difficult. Hundreds of levels of play, from easy with only the next move planned, to very difficult with planning your moves four turns in advance.

Pensate was designed by John Besnard, programmed on the Apple II by John Besnard, and programmed on the Macintosh, Commodore 64, and Atari by Robert Hardy.

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48K Apple

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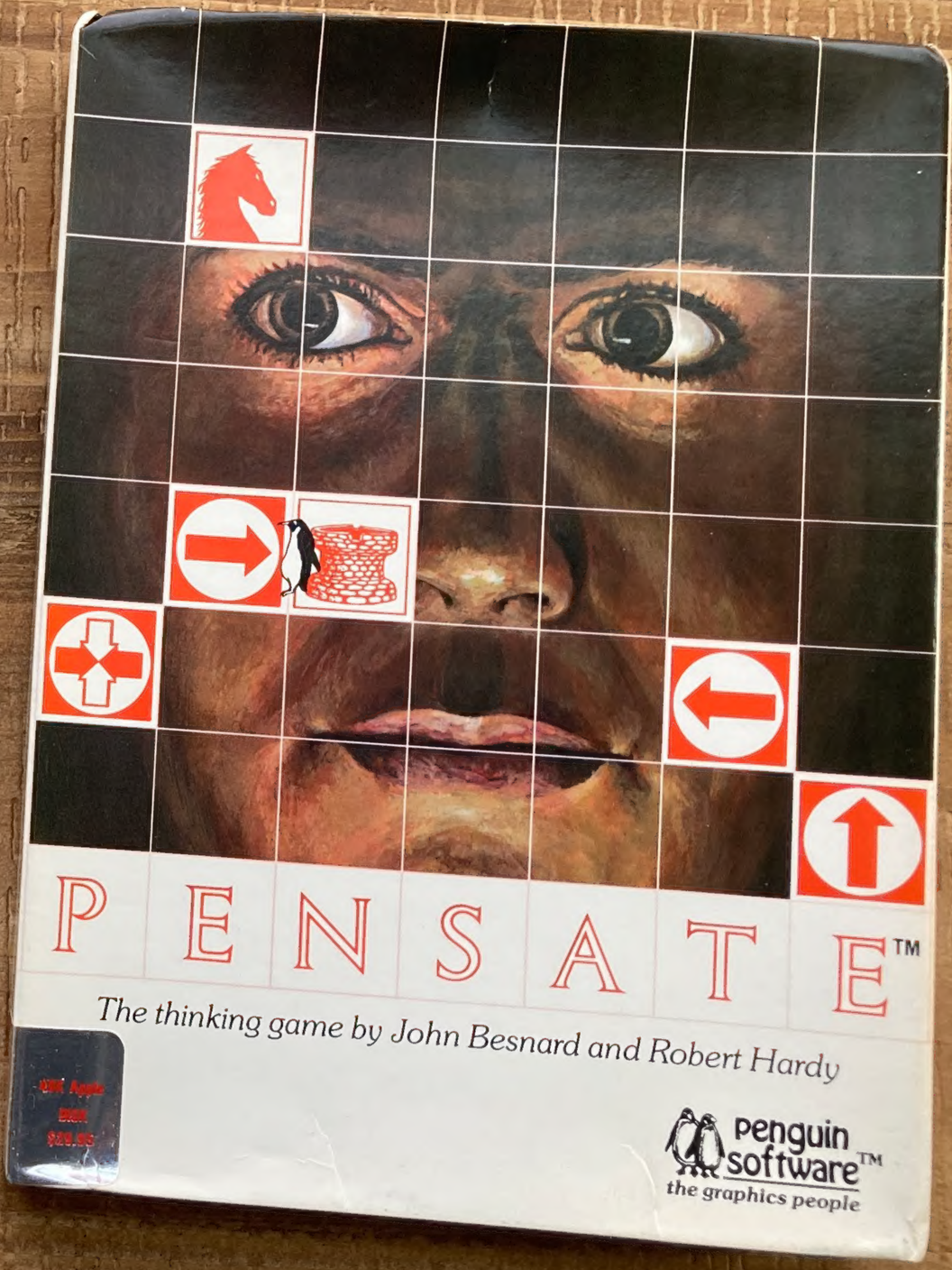
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Restart

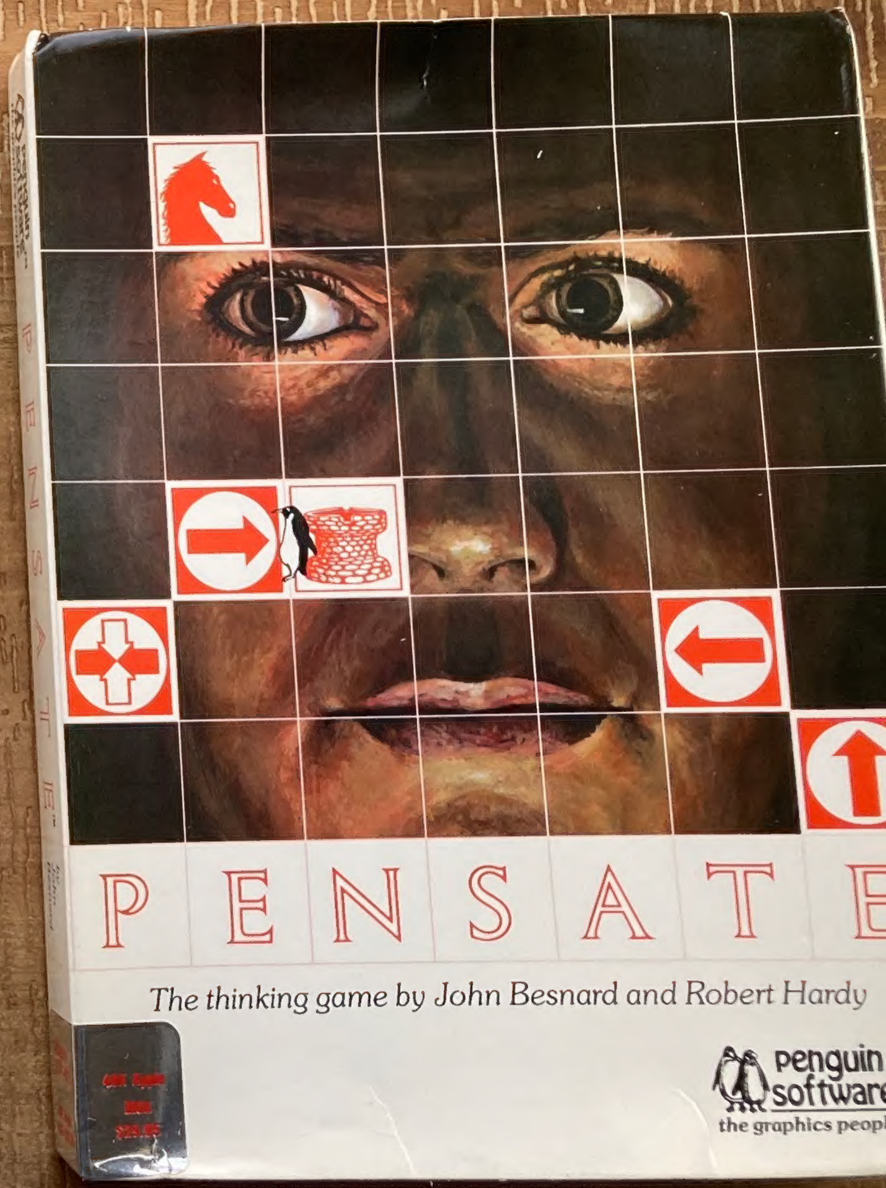
At any point, pressing ESC will let you start another game.

Sound

To toggle the sound off and on press CTRL-S.

TO START

Pressing P will pause the demo. Press the space bar to continue. To get out of demo mode, press ESC. You will then see the options below.



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For extended media life— take care of your Penguin disk.

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The Thinking Game

Pensate is a game carved from a classic tradition. It takes but a few minutes to learn, but may require penguin intelligence to master. This game has been used for generations in Antarctica as a training aid for preschool penguins. Until penguin chicks can compete in the most complex Pensate games, they are not allowed to attend formal school training. It is not until the chicks finish formal schooling that they are allowed to wear tuxedoes, the sign of a formal education.

HOW TO PLAY

The object of the game is to maneuver your playing piece to the top of the screen.

Moves

Moves are made using the I, J, K, M keys to indicate Up, Left, Right and Down respectively. With the Apple IIe, either the I, J, K, M or arrow keys work. You cannot move diagonally. If the player's piece comes in contact with any other piece, the game is over.

Once the player's piece moves, each of the other pieces on the board move. The direction each other piece moves depends on two factors:

1. The type of piece
2. The direction the player's piece moved

Should the computer's piece land on another of its own pieces, it makes its own move again.

Wrap around

The computer's pieces can wrap around the screen when making their moves. Your piece will not wrap around. If you enter a move which would take your piece off the edge of the screen, it will count as a move, but your piece will stay in the same place.

Restart

At any point, pressing ESC will let you start another game.

Sound

To toggle the sound off and on press CTRL-S.

TO START

Pressing P will pause the demo. Press the space bar to continue. To get out of demo mode, press ESC. You will then see the options below.

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ID#	Computer Piece	You Move	Piece Moves
1		Up	Left
		Down	Left
		Right	Left
		Left	Left
2		Up	Right
		Down	Right
		Right	Right
		Left	Right
3		Up	Up
		Down	Up
		Right	Up
		Left	Up
4		Up	Down
		Down	Down
		Right	Down
		Left	Down
5		Up	Down
		Down	Up
		Right	Left
		Left	Right
6		Up	1 square Left, 1 square Down
		Down	1 square Right, 1 square Up
		Right	1 square Left, 1 square Up
		Left	1 square Right, 1 square Down

ID#	Computer Piece	You Move	Piece Moves
7		Up	1 square Right, 1 square Up
		Down	1 square Left, 1 square Down
		Right	1 square Right, 1 square Down
		Left	1 square Left, 1 square Up
8		Up	Left
		Down	Right
		Right	Up
		Left	Down
9		Up	2 squares Left, 1 square Down
		Down	2 squares Right, 1 square Up
		Right	2 squares Up, 1 square Left
		Left	2 squares Down, 1 square Right
0		Up	2 squares Right, 1 square Down
		Down	2 squares Left, 1 square Up
		Right	2 squares Down, 1 square Left
		Left	2 squares Up, 1 square Right

Disk Replacement

If your Pensate disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.

Preston Penguin says:

Remember, only you can prevent software piracy.

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by John Bernard